Game documentation for Leisure=Vision [Arcadia 2001] system.
Model No.MC 1014
Cartridge no. 5

SPACE SQUADRON CARTRIDGE GAME INSTRUCTIONS

1. Always push the ower switch to off (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console (Game name should face you).
3. Read your "OWNERS MANUAL" befor playing game.
4. Refer to it for all necessary adjustments for best results.

(figure not reproduced)
FIG. 1
(figure not reproduced)
FIG. 2

WHAT THE GAME IS ALL ABOUT
Refer to Fig. 1

1. The purpose of the game is to score as many points as possible
2. Points are archieved when the spacefighter destroys the mutants (5 points each) and the aliens (10 points each).
3. Watch out. Only 3 spacefighters are provided
4. The player controls the motion of the spacefighter by moving it up and down using the control disc/joystick mover one joystick left or right and the spacefighter will accelerate automatically in that direction.
5. As the spacefighter movers, the scenery, mutants and aliens start to fly back proportionately.
6. The Spacefighter can destroy the mutants by laser and the mutants only can destroy the spacefighter on colliding. The spacefighter can destroy the aliens by laser. However, the aliens also can shoot at the spacefighter.
7. Mutants appearing in the scenes ahead are reflected by the miniaturized scene on the top of the screen.
8. To shoot, squeeze eighter side "TRIGGER" or press any number on keyboard.

Space Squadron	One player game (uses left side controller) Your mission is to drive your spacefighter and destroy as many mutants and aliens as possible Also you must avoid the aliens shooting at or colliding with your spacefighter You have three spacefighters ready for action Fully utilize the radar to detect the enemy position You can maneouver your spacefighter in any direction Great action - colour - sound effects High score remains on screen so next player can challenge Fun for all the family
	A to select 'level'. START to start the game. 'Level 1' has slow alien bullets. 'Level 2' has fast alien bullets. To start each life, press fire. RESET if you need to change levels. Note that there are no "GET READY" or "GAME OVER" messages.
	A map of this game is available for download.